

Name: Elynn

Sex: H Age: 28 Ethnicity: Tri-Kazel

Player:

Profession: Bard

Description: Brown hair, unshaven face, wears a worn out leather doublet

# Ways (DE)

Combativeness: 2

Empathy: 5

Creativity:

Reason: 2

Conviction: 2

### Advantages

Charismatic

Strong Mind

### Disadvantages

Addiction

Trauma

### Dealth Condition

Good 00000 Okay 00000 Bad 0000

Critical -3 0000

Agony



Stamina: 8

Survival: 3

# Domains & Disciplines

#### ( Craft

O + (CREA : 4)

Bonus: Malus: Disc:

Disc: Disc:

#### ( Magience

00000 + (REA: 2)

Bonus: Malus: Disc:

Disc: Disc:

#### @ Perception

Bonus: Malus: Disc:

Disc: Disc:

### @ Performance

+ (CREA: 4)

Bonus: +1 Malus: Disc : Acting Disc:

#### ( Close Combat

OO+(COMB: 2)

Bonus: Malus: Disc:

Disc: Disc:

#### @ Natural env.

 $\bullet \bullet OOO + (EMP : 5)$ 

Bonus: Malus: Disc:

Disc: Disc:

### @ Prayer

00000+(conv: 2)

Bonus: Malus: Disc: Disc: Disc:

### Science

Disc:

Disc:

00000+(REA: 2)

Malus: Bonus: Disc: Disc:

### @ Stealth

00000+(EMP:5) Malus:

Bonus: Disc: Disc: Disc:

### & Demorthen Mys.

00000+(EMP: 5) Bonus: Malus:

Disc: Disc: Disc:

### @ Feats

● ● O O O + (COMB: 2)

Malus: Bonus: Disc: Disc: Disc:

### Shooting & throw.

00000+(COMB: 2)

Bonus: Malus: Disc: Disc: Disc:

### @Érudition

00000+(REA: 2)

Malus:

Bonus: Disc: Disc: Disc:

### @ Occultisme

OOOOO+(REA: 2)Malus: Bonus:

Disc: Disc: Disc:

#### @ Relation

+(EMP:5)

Bonus: +1 Malus: Disc: Diplomacy

Disc: Disc:

### ( Travel

Disc:

00000+(EMP: 5)

Malus: Bonus: Disc: Disc:

## Weapons

Dagger, knife, dirk dmg: Short sword dmg: 2

Staff dmg: 2

dmg:

dmg:

Potential: 2

#### Combat attitudes

( Standard

- Atk: 5/2 Def: 12 Spd: 7
- ( Offensive Atk: 7/4 Def: 10 Spd: 7
- (#) Defensive Atk: 3/0 Def: 14 Spd: 7
- (#) Quick Atk: 5/2 Def: 10 Spd: 9
- (#) Movement Atk: 0/0 Def: 14 Spd: 7

#### Defense: 00000 00000

Speed: 00000

Armor:

Leather tunic (1)



# @ Equipment





Ember -

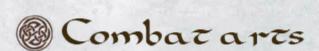




Frost

Valuables

# Artifacts





00000 00000 00000

00000 00000 00000

00000 00000 00000

### Rindarh Score: 11 / 11



Exaltation



Score: 6/6

Major miracles:





Mineral Flux

00000 00000 00000

Vegetal Flux

00000 00000 00000

Organic Flux

00000 00000 00000

Fossil Flux

00000 00000 00000



### Ogham:











Minor miracles:



Birthplace: Taol-Kaer - Dukedom of Tulg - Rural

Social class: Craftsman

Setbacks: Wound - Violence

Born into a family of craftsmen. As a teenager, he decided to leave his hometown and the family business and go out into the world. He became a member of a traveling circus. After a year he left the circus to strike out on his own. He was hired as a bard by a nobleman. After the mysterious death of him and his family, Flynn returned back home. (Since leaving the family business, he is treated as the black sheep of the family)



#### @ Mental health

Mental Resistance: 8

Symptom Balance Syndrom Madness TRAUMA: 00000 00000 00000 00000 00000 00000 00000 Hardening:

Disorder: Hallucination

Str./Weak:

Scarring:

Special Ability:



### Personnality

Conscience: 4 Instinct: 6 Orientation: Instinctive

Character traits: Quality: Level-beaded

Flaw: Inconsistent

Daults (

Passion:

Subversion:

Influence:

Doubt:

Guilt:

Experience Points

Reste: 20

Total: 100

Highlights: Rumor has it that Flynn help by the nobleman's murder. In any case, this is apparently also the reason why he started drinking